AMPHIBIOUS ASSAULTS

Each Amphibious assault has its D-Day, whether it was on the shores of North Africa and Italy, or the biggest amphibious assault in history, Normandy. This section allows you to recreate the drama of a small part of a landing operation.

BEACH TABLES

Understandably, an amphibious landing requires some rather specific terrain—a beach to land on. You can either create a fully-modelled beach or simply use a strip of blue cloth for the sea and a strip of sand-coloured cloth for the beach.

The table needs a small area of sea at the edge of the table giving way to surf crashing on the beach. Between the beach and the hinterland, there are usually sand dunes, a bank or sea wall, cliffs, or marshes. You will need a side table to hold the troops still in their ships off the table as well.

SEA ZONE

The sea zone is where landing craft load up and line up for their run in to the beach. It should be about 4-6"/10-15cm deep, just big enough for the landing craft to fit comfortably.

SURF ZONE

The surf zone covers the last few metres of sea up to the point where the landing craft beach. It should also be 4-6"/10-15cm deep, again just enough space for the landing craft as they beach to discharge their cargo.

Like the sea zone, the surf zone is Impassable to all teams except amphibious vehicles.

BEACH ZONE

The beach zone starts from the shallow water at the landing-craft ramp and goes up to the spring high-tide mark where the dunes or sea wall begins.

The beach will usually be 8"/20cm deep and is Difficult Going. The landing-craft obstacles that litter the beach zone do not hinder the movement of teams once ashore and do not provide any cover or concealment for troops on the beach.

SEA WALL

Above the high water mark there is usually some form of bank or sea wall with shingle washed up against it.

A bank is Very Difficult Going. A sea wall is an Anti-tank Obstacle (see page 231 of the rulebook) that provides Bulletproof Cover to Infantry and Man-packed Gun teams sheltering on the seaward side.

BEACH EXITS

The landing zones were, naturally enough, chosen for their accessible exits. There is little point in landing somewhere were you need to be a commando to get off the beach!

The beach should have at least one exit through the Sea Wall Zone that is Difficult Going.

HINTERLAND ZONE

Once off the beach, the countryside quickly assumes the normal rural Normandy character. Generally the coastal areas are more open than the inland areas with larger fields and fewer houses and woods.

Beach Exit
Sea Wall
Hinterland Zone
Beach Zone
Surf Zone
Sea Zone
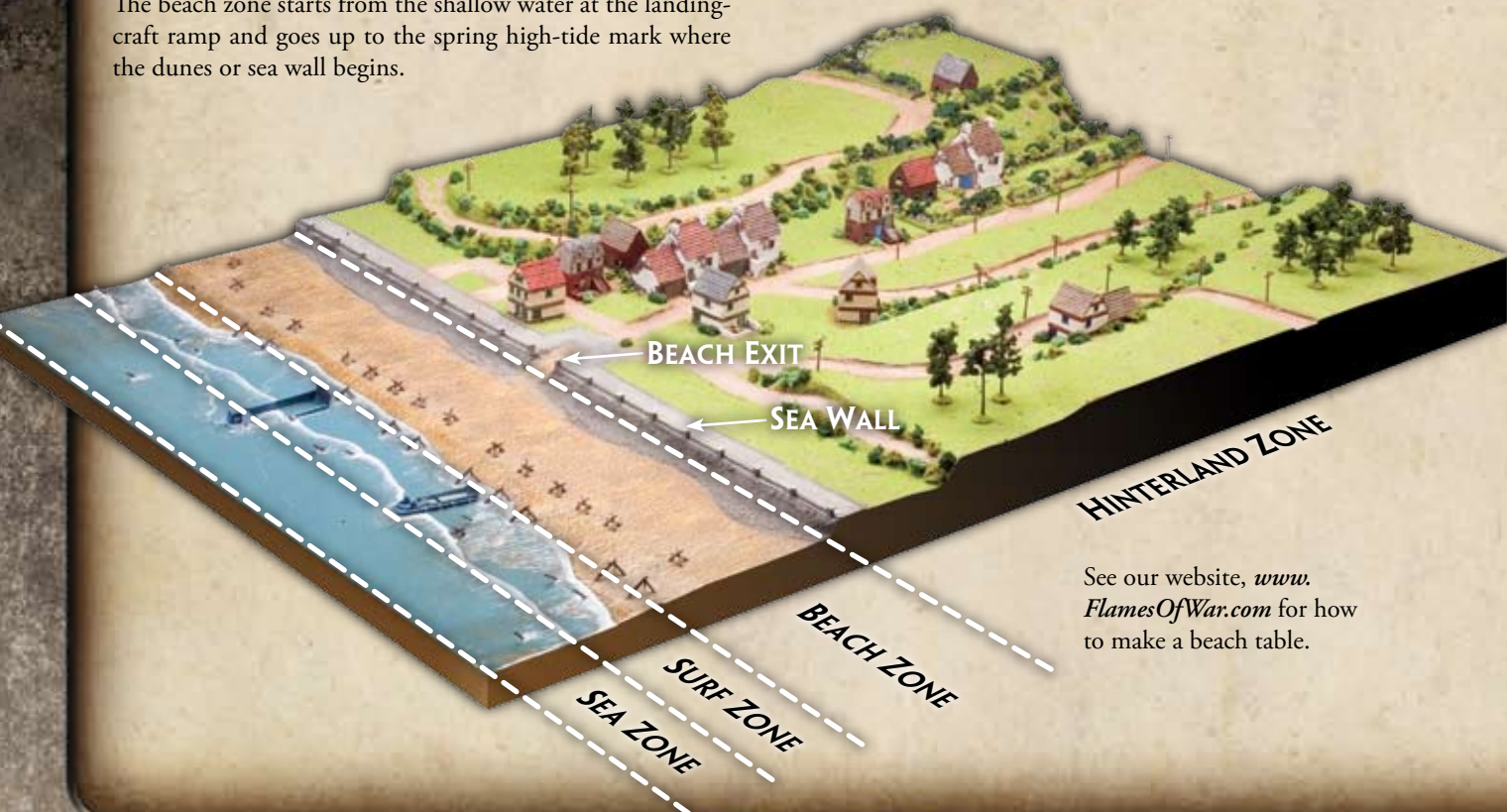
See our website, *www.FlamesOfWar.com* for how to make a beach table.

SETTING UP

Amphibious landings require a little more work than most scenarios. One of the trickiest parts of managing an amphibious assault is making sure that the right troops land at the right place at the right time. Don't worry if you don't succeed with this—the real Generals didn't always manage to coordinate their landings either!

The first steps in making your landing are to select the platoons that will land in the first wave and determine the direction the current is flowing across the beach.

SELECT THE FIRST WAVE

There are never enough landing craft to put all of the troops available ashore at once. You need to decide which units you want to land in the first wave and which will be left in their ships for the follow-up waves.

Troops left at sea will land as soon as the landing craft carrying the first wave have beached, unloaded, and returned to the ships at sea to reload.

Before the game begins you need to select up to half of your platoons as your first wave. Each of these platoons is loaded in a landing craft. Place the platoon's landing craft in the sea zone opposite the place they are to come ashore (bear in mind that they will drift with the current).

All other platoons remain in their ships at sea and are known as the Floating Reserve.

Warrior and Independent teams do not have their own landing craft. They are attached to platoons in the first wave and travel ashore in their landing craft.

Many platoons include trucks and other unarmoured transport that will have difficulty crossing the beach. If these land with the troops they simply present the enemy with easy targets. Platoons may leave their transport behind and not deploy it at all when making an amphibious landing.

CURRENT DIRECTION

Before the game begins you will need to know which way the current is running. This is important since your landing craft will drift off course in a heavy current.

Roll one die and consult the Current Table to determine the direction the current is running.

CURRENT

Die Roll	Fate
1 to 3	Current runs leftward when facing the beach
4 to 6	Current runs rightward when facing the beach

COMING ASHORE

The current is running strongly and the beach obstacles limit their choices, so coxswains have difficulties landing exactly where they want to. Most end up somewhere down current of where they intended to land. Some fall victim to beach obstacles or defending artillery. Others go completely astray in the confusion, only locating the right beach much later.

Once the landing craft are in place, roll a die for each landing craft to see how far it drifted off course during the run in, or if it even made it to the beach. The Landing Craft Table gives the distance down current the landing craft drifts before beaching in the surf zone, or their fate if they do not make it safely ashore.

If another landing craft already occupies the place a landing craft drifts to, it drifts further down current to the first available space in the surf zone. If the landing craft drifts off the table it returns to sea and attempts to land again next turn as if it had been delayed.

LANDING CRAFT

Die Roll	Result
1	Drift 4"/10cm down current.
2	Drift 8"/20cm down current.
3	Drift 12"/30cm down current.
4	Drift 16"/40cm down current.
5 or 6	Delayed. The landing craft was unable to find a gap through the beach obstacles and does not beach. Place the loaded landing craft back in the sea zone.

DELAYED LANDING CRAFT

In the pre-dawn darkness and the confusion of hundreds of craft milling around and making for the beach, it is easy for a coxswain to get separated from their flotilla. At the same time beach obstacles and artillery take their toll of landing craft, requiring replacements from following waves to be hastened into action.

Delayed landing craft return to the sea zone carrying their load and attempt to land again next turn.

This may represent either landing craft being unable to beach or the delay as landing craft destroyed by the enemy defences are replaced with follow-on troops.
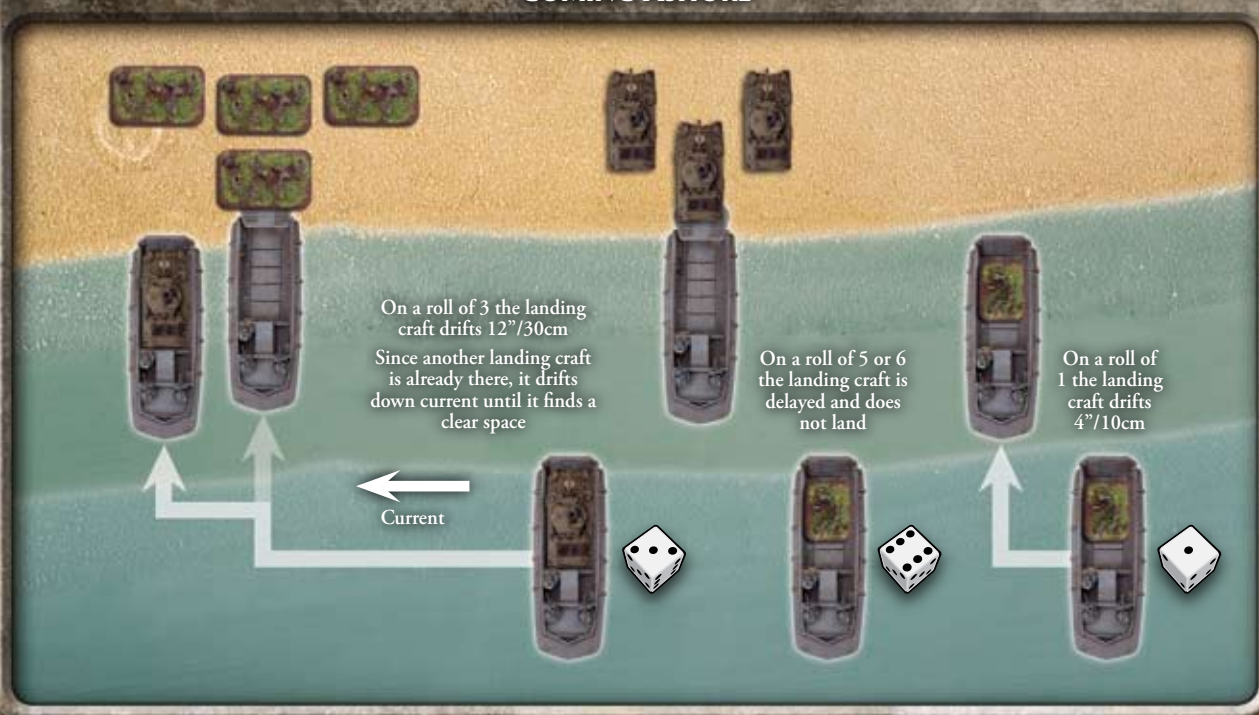
DISEMBARKING

As soon as the landing craft ramp goes down, the troops aboard rush ashore, eager to get across the killing zone as fast as possible.

Passengers and vehicles disembark from a landing craft during the Movement Step. They begin their movement from the landing craft's ramp as if they had occupied the same position as the landing craft.

Remember, the Beach Zone is Difficult Going. If a vehicle Bogs Down when disembarking, place it on the beach adjacent to the landing craft's ramp (leaving room for following vehicles to disembark) and mark it as Bogged Down.
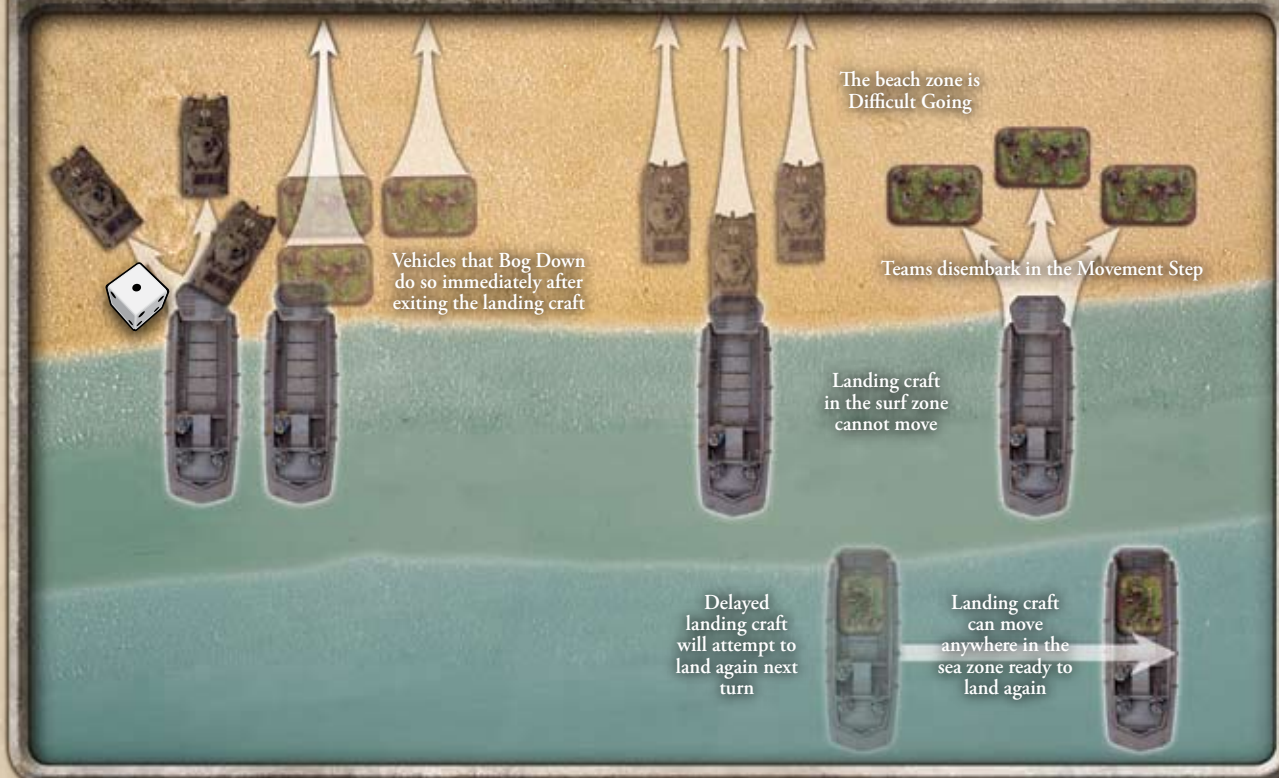
Landing craft cannot shoot or be shot at, and take no part in assaults.

Coming Ashore

On a roll of 3 the landing craft drifts 12"/30cm
Since another landing craft is already there, it drifts down current until it finds a clear space

Current

On a roll of 5 or 6 the landing craft is delayed and does not land

On a roll of 1 the landing craft drifts 4"/10cm

DISEMBARKING

The beach zone is
Difficult Going

Vehicles that Bog Down
do so immediately after
exiting the landing craft

Teams disembark in the Movement Step

Landing craft
in the surf zone
cannot move

Delayed
landing craft
will attempt to
land again next
turn

Landing craft
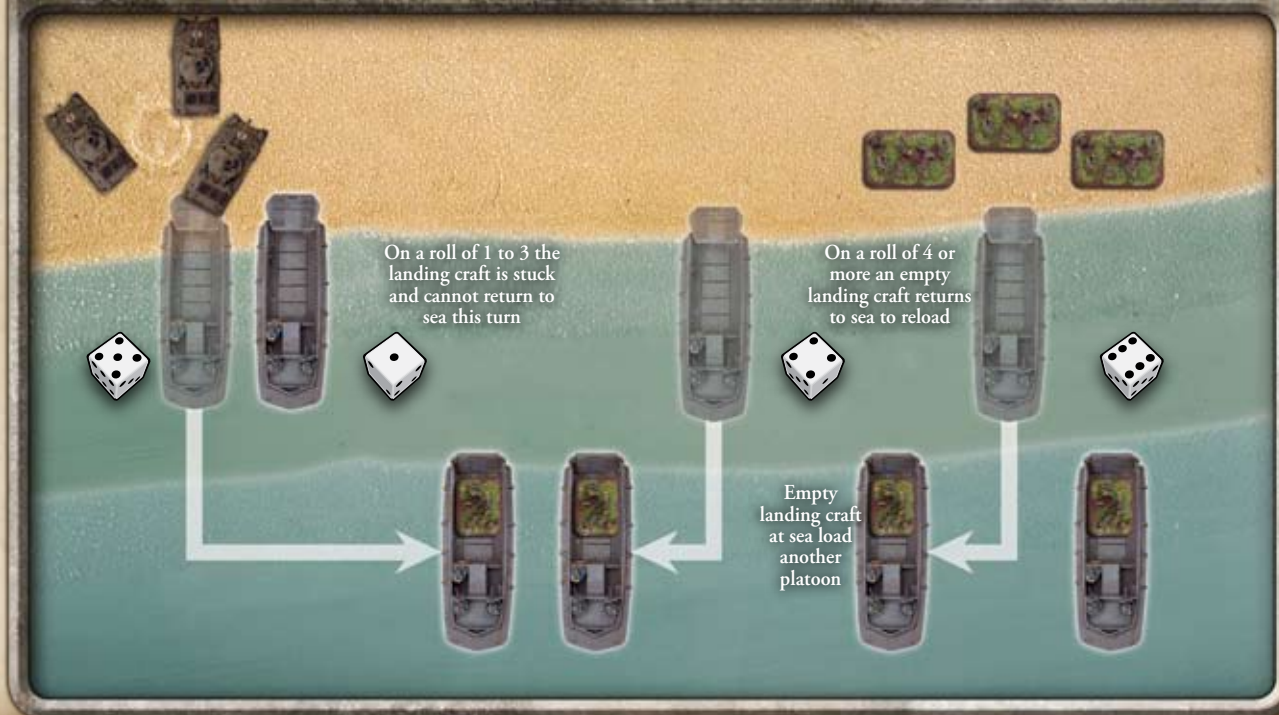can move
anywhere in the
sea zone ready to
land again

RETURNING FOR MORE

Once unloaded, the landing craft quickly head back to their ships to reload with follow-up troops and return with the next wave to land.

In the same Movement Step after unloading, empty landing craft may attempt to return to sea and reload. Roll a die for each empty landing craft in the surf zone.

- *On a roll of 4+, the landing craft refloats and returns to the Floating Reserve for reloading. Select a platoon from the Floating Reserve to load and place the landing craft in the sea zone to land again next turn.*

- *On any lesser roll, the craft is stuck fast and must try to return to sea again next turn.*

RETURNING FOR MORE

On a roll of 1 to 3 the
landing craft is stuck
and cannot return to
sea this turn

On a roll of 4 or
more an empty
landing craft returns
to sea to reload

Empty
landing craft
at sea load
another
platoon

DD TANKS

One of the more unusual weapons landing on D-Day is the Duplex Drive or DD tank (unsurprisingly nicknamed the 'Donald Duck' tank in the US Army!). This is a Sherman tank fitted with a collapsible canvas screen around the top hull and propellers to allow it to swim. Unfortunately, its low freeboard means that it is vulnerable to being swamped by large waves, making its use risky in stormy seas.

A British Armoured Platoon or US Tank Platoon equipped solely with Sherman tanks armed with 75mm guns may fit them out as DD tanks at no extra cost. The platoon retains all of its previous ratings. However, Sherman DD tanks cannot use their hull MG due to the collapsed screen covering its position.

COMING ASHORE

The DD tanks are scheduled to land ten minutes before the first wave of landing craft. Sitting at the water's edge, they will give covering fire as the infantry disembark and then help them deal with bunkers and defences as they force their way inland.

DD tanks do not require landing craft as they can swim ashore on their own ahead of the first wave of landing craft. Because of this, you would not normally select a DD tank platoon to be in the half of your force initially loaded into landing craft.

However, you can bring your DD tanks ashore in landing craft as normal tanks, landing 'dry shod' as the expression goes. If you want to do this, have them occupy one of your landing craft instead of swimming them ashore.

Before the game begins place DD tanks in their swimming form in the sea zone opposite the place they wish to land (bear in mind that they will drift with the current). Roll a die for each DD tank and consult the DD Tanks Table to see how far it drifted off course beaching in the Surf Zone, or if it even made it ashore.

DD TANKS

Die Roll	Fate
1	Drift 6"/15cm down current.
2	Drift 12"/30cm down current.
3	Drift 18"/45cm down current.
4	Swamped. The DD tank was swamped by heavy waves on the run in. It is Destroyed and removed from the game.
5 or 6	Delayed. DD tanks are not fast swimmers. This tank has not yet reached the beach. Place the tank back in the sea zone to attempt to land again next turn.

FIGHTING ASHORE

Since DD tanks can land before the first landing craft, they are ready and able to provide fire support for the first wave as it comes ashore. This extra fire support can be vital in the crucial first few minutes of the landing. Some DD tanks left the rear of their screen erected on landing and remained in the surf giving fire support. Others moved up the beach to engage targets they could not reach from the water's edge.

Once ashore DD tanks may either remain in the Surf Zone providing fire support for the attacking infantry, or move on to the beach as normal.

DD tanks that remain in the Surf Zone do not count as moving and may shoot at their full rate of fire, but must roll a die in each Movement Step.

- *On a roll of 1, the rising tide washes over the tank, which is Destroyed.*

- *Otherwise the tank is fine and can keep shooting.*

COMMAND AND CONTROL

DD tank platoons are very likely to come ashore scattered and piecemeal making it difficult for the platoon commander to coordinate their actions. As a result they are trained to and expect to operate independently.

DD tank platoons that swim ashore (as opposed to arriving by landing craft) operate as Independent teams.

FLOATING ARTILLERY

Both the British and US armies provided the assault divisions with self-propelled guns mounted in landing craft to give fire support as the division assaulted the beaches.

You may load a landing craft with a British Assault Field Battery (SP), Royal Artillery or a US Armored Field Artillery Battery and hold it out to sea firing as artillery rather than bringing it ashore. If staging an amphibious assault US players may field one Armoured Field Artillery Battery in place of a normal Field Artillery Battery, and British players may field one Assault Field Battery (SP), Royal Artillery in place of a normal Field Battery, Royal Artillery (see Turning Tide*).*

If you do so, the landing craft remains in the sea zone rather than attempting to beach, but the artillery on board may fire Artillery Bombardments while still in the landing craft. While

at sea the battery cannot be shot at. You may elect to beach the landing craft and bring the battery ashore in a later turn when the beach is secure enough.

The artillery may either spot targets for themselves from the landing craft, or have their normal spotters and observer teams locate targets for them. Measure the range to the target from the landing craft.

Batteries firing from landing craft cannot fire Smoke Bombardments. Due to the constant motion of the landing craft Staff teams cannot operate effectively, so the artillery batteries using the Floating Artillery special do not count as having a Staff team. This means they cannot use rules such as All Guns Repeat! to repeat bombardments, nor may they fire a Time On Target bombardment.

DUKW AMPHIBIOUS TRUCKS

As well as landing craft and DD tanks, the Allied forces landing at Normandy had numbers of DUKW amphibious trucks available. Most of these were used to unload supplies and carry them directly inland, but a small number were used to bring ashore artillery pieces getting them into action more quickly than landing craft would have.

Any US Cannon Platoon or Field Artillery Battery may replace its 1½ or 2½-ton trucks with DUKW amphibious trucks at no extra cost. The command and staff teams ride in one of the DUKW trucks, leaving their vehicles behind. A DUKW amphibious truck counts as a 2½-ton truck with the addition that it is amphibious.

A platoon mounted in amphibious DUKW trucks does not require a landing craft to come ashore. It can swim ashore from

the Floating Reserve on its own as if each DUKW truck were a landing craft, except that they use the DD Tanks Table rather than the Landing Craft Table to determine their fate during the run ashore.

Once landed, DUKW trucks simply drive up the beach to wherever they are intended to unload and set the guns down.

DUKW trucks carry their gun in their cargo compartment, but are not strong enough to allow the gun to fire while aboard. The Gun team must dismount beside the truck as if it were unlimbering before it can fire. Since the DUKW cannot tow the gun, nor reload it in the cargo compartment, the DUKW truck is immediately Sent to the Rear when the gun dismounts and cannot be Brought Forward (see page 48 of the rulebook).

HIT THE BEACH NAVAL GUNFIRE SUPPORT

The D-Day landings were supported by dozens of warships from mighty battleships like the *USS Texas* and *HMS Rodney*, down to lowly destroyers. Many of these warships were tasked with providing fire support to the troops on the beaches.

A force making an amphibious landing may have Naval Gunfire Support from warships off shore at a cost of 200 points.

NAVAL GUNFIRE SUPPORT

If you have Naval Gunfire Support, your force will field an Observer Rifle team that can spot for an artillery battery of four Confident Trained Naval Guns with no Staff team. The Guns are not deployed on the table, but have the range to hit any target on the table.

Weapon	Range	ROF	Anti-Tank	Firepower
Naval Guns	112"/280cm	-	6	1+

HIT THE BEACH MISSION SPECIAL RULES

D-DAY FORTIFICATIONS

The German defences on the coastline can be formidable. They can include bunkers with the latest and heaviest anti-tank guns as well as emplaced tank turrets.

The defending force is best represented by a German Festungskompanie from page 22 of *Earth & Steel*. You may like to defend in a Hit the Beach mission with another type of Fortified Company, though not all of these are ideally suited to defending a beach front.

A Defending force in a Hit the Beach mission counts as a Fortified Company. In particular, remember the Armoured Reserves special rule on page 269 of the rulebook.

PRELIMINARY BOMBARDMENT

Before a major attack the defender is subjected to a preliminary bombardment from every heavy gun, bomber, and battleship available in order to pin the enemy down and weaken defenders before the battle begins.

To conduct a preliminary bombardment, the attacking player works through the defending platoons deployed on the table one at a time, including platoons that are held in Ambush.

The attacker rolls a die per team in the platoon as if the whole platoon were under the template of an artillery bombardment. For each roll of 4+ the defending platoon takes a hit on a team in the platoon chosen by the defender. Hits must be assigned as though they were caused by an Artillery Bombardment (see page 132 of the rulebook).

The defender then rolls a save for each Infantry or Gun team that was hit. Any team that fails their save is removed from the game even if it is in Bulletproof Cover.

The defender gets an Armour Save roll for armoured vehicles. The Anti-tank rating of the heavy guns firing the bombardment is 6, so if the die roll plus the vehicle's Top armour is 5 or less, the vehicle is removed from the game. On a higher roll the vehicle is unharmed.

Vehicles in Tank Pits roll their extra 4+ Tank Pit Save if they fail their normal Armour Save. If they pass this, they are unharmed and remain on table.

Unarmoured vehicles do not have any save due to the intensity of the bombardment and are automatically removed from the table unless they are in a Tank Pit where they get their 4+ Tank Pit Save.

To reflect the mind-numbing fury of the bombardment, all defending platoons on the table start the game Pinned Down and all defending Armoured vehicles on the table start the game Bailed Out.

Defending teams may not start the game mounted in their transport vehicles or on tanks and, as normal, may not mount up Bailed Out transport vehicles or tanks until the crew have remounted.

Company and Higher Command teams and other Warrior teams are hardened veterans and always survive a preliminary bombardment, so do not roll to hit them.

Remember that losses taken before the first turn of play do not affect Platoon and Company Morale Checks.

INTERDICTION

The Allied air forces totally dominate the skies over the landings and far inland. The German reserves are placed centrally so they can respond to a landing anywhere. However, their march is continually interrupted by air attacks making their movement very slow and uncertain.

The Defending player's Delayed Reserves arrive on rolls of 6 rather than 5+ as normal.

Overwhelming Force

Amphibious assaults require overwhelming force. The troops land in the teeth of the enemy defences, scattered and disorganised. It is only through overwhelming force that they will secure a lodgement.

The Attacking force has 25% more troops than the Defending force. A good force for most tables would be 1500 points for the Attacker against 1200 points for the Defender.

When an Attacking platoon is Destroyed, the player returns it to the Floating Reserve to represent a fresh unit landing in its place. Infantry and Man-packed Gun teams in the platoon return to the Floating Reserve and can land again as long as the platoon contained at least four such teams at the start of the game. However, all other types of teams are permanently lost. As usual, Destroyed Armoured vehicles remain where they are.

Warrior and Independent teams are also permanently lost when they are Destroyed.

The Attacking player may voluntarily destroy platoons and return them to the Floating Reserve in the first part of the Starting Step.

No Retreat, No Surrender

The troops landing on the beaches know that it is do or die time. There is no going back, only death or victory. Likewise the defenders have no contact with their headquarters and have no option but to fight on.

Neither side needs to take Company Morale Checks. They will fight until the end.

Total Air Superiority

This battle is the focus of the attacker's strategic plan. Their air force is working overtime attacking enemy airfields and flying extra fighter patrols to keep the defender's air forces out of the battle.

The defending player must roll a 6, instead of 5+, in order to receive ground-attack air support.

VICTORY POINTS TABLE

Outcome	Results	Attacker's Points	Defender's Points
Attacking player holds both objectives by turn 9	Stunning Attacker's Victory	6	1
Attacking player holds both objectives	Major Attacker's Victory	5	2
Attacking player holds the objective placed by the Defending player	Minor Attacker's Victory	4	3
Attacking player holds the objective placed by the Attacking player	Minor Defender's Victory	3	4
Attacking player holds no objectives, but has troops in the Hinterland Zone	Major Defender's Victory	2	5
Attacking player holds no objectives and has no troops in the Hinterland Zone	Stunning Defender's Victory	1	6

HIT THE BEACH MISSION

The time has come to liberate Europe from the Nazi menace. Your force is landing in the first wave. Can you break through Hitler's Atlantic Wall and make the invasion stick?

Mission Special Rules:

Amphibious Assaults Rules (pages 20 to 25),
D-day Fortifications (page 26),
Delayed Reserves (page 269 of the rulebook),
Interdiction (page 27),
Overwhelming Force (page 28),
No Retreat, No Surrender (page 28),
Preliminary Bombardment (page 26),
Prepared Positions (page 264 of the rulebook), and
Total Air Superiority (page 28).

YOUR ORDERS

ATTACKER

Your troops are the first wave ashore. You must push inland and secure the beachhead at any cost. It is essential to capture both objectives as soon as possible.
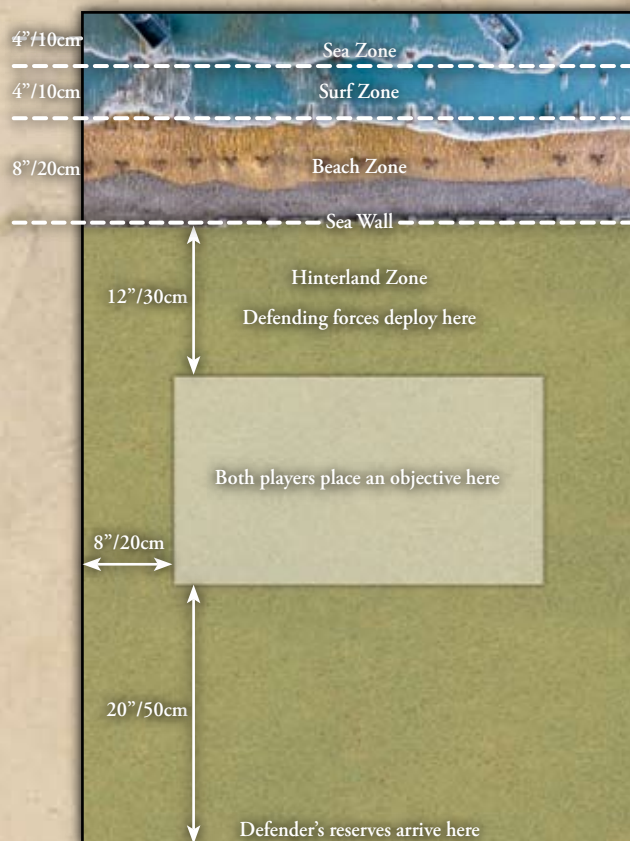
DEFENDER

The enemy invasion has finally begun. Under no circumstances can they be allowed to gain a beachhead. They must be destroyed on the beaches. You must hold both objectives.

PREPARING FOR BATTLE

1. The Defending player places their objective first, then the Attacking player places theirs. Objectives cannot be placed within 12"/30cm of the beach or dunes or within 20"/50cm of the rear of the table, nor within 8"/20cm of the table edges.

2. Next the Defending player places their fortifications anywhere in the Hinterland Zone. Bunkers may not be placed across roads or the beach exit.

3. The Defending player must hold at least half of their platoons in Delayed Reserve at the start of the game. The remaining platoons and Independent teams are now placed in the Hinterland Zone.

4. The Attacking player must hold at least half of their platoons in their Floating Reserve. Place the rest in their landing craft in the Sea Zone.

5. Next the Attacking player places any DD tank platoons that will swim ashore, and any artillery batteries carried in DUKW amphibious trucks, in the Sea Zone.

BEGINNING THE BATTLE

1. The Defending force begins the game in prepared positions, so their troops are in Foxholes and Gone to Ground.

2. The Attacking Player conducts a Preliminary Bombardment on the defender's forces.

3. The Attacking player then lands their DD tank platoons.

4. The Defending player may not make Reconnaissance Deployment moves.

5. Both players should remember that the Defender's reserves will be hindered by the Interdiction special rule when making their plans.

6. The Attacking player has the first turn. They may not make a Night Attack.

ENDING THE BATTLE

The battle ends either:

• at the end of the Starting Step of the Attacker's turn 12, or

• when the Attacking player starts any of their turns holding both objectives.

DECIDING WHO WON

Unlike most missions, casualties are irrelevant. All that matters is getting ashore as far and as fast as possible, or stopping the enemy from doing so.

The Attacking player wins if they hold the objective placed by the Defending player, otherwise the Defending player wins.

Calculate your Victory Points from the Victory Point Table on the previous page.